




	witchcraft
1	Evil Eye
6	Hex Replicable Alcance 36"
<p>The target suffers -1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1 -1 Cou and loses Devastating Charge and/or....</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

	witchcraft
2	Soured Luck
7	Hex Alcance 24"
<p>Melee Attacks against the target are set to hit on at least 3+ 2+.</p>	

	witchcraft
3	Illusory Paths
10	Universal Alcance 18"
<p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> The target gains Random Movement (2D6"). The target gains Random Movement (3D6"). 	

	witchcraft
4	Cauldron's Curse
9	Hex Alcance 24"
<p>The target gains Weakness (Ranged Attacks).</p>	

	witchcraft
5	Clouded Sight
11	Hex Alcance 24"
<p>The target cannot draw Line of Sight to a target more than 12" away from it.</p>	

	witchcraft
6	Mists of Invisibility
11	Damage Alcance 12"
<p>Mark the ground under the centre of the target. The target gains Ambush (within 12" of the marked point) then it is immediatly removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.</p> <p><i>*Cannot target Shaken units</i></p>	

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